



DJCO Preliminary Project

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The main idea

A game of massive destruction, with unimaginable weapons and heart-pounding action, taking place at FEUP...

The main idea

FEUP
Asteroids!!!

or ...

The main idea

FEUP

Manic Miner!!!

In more detail

- Develop a simple game according to the theme
- Game assets are provided
- Single player or multiplayer
- Must have a concept based on FEUP
- Only one level needs to be prototyped
- You can name it differently...

Milestones

Game Prototype

- Should include most of the game mechanics for one or two human players
- reduced interface
- no menus needed

Game Demo

- Should include interface and menus.

Proposed schedule

- Week of March 7th
 - Project start, Analysis and discussion of the Game Concept, Team planning, selection of tools and mechanics to implement
- Week of March 14th
 - Explore game engine, work on the mechanics and first prototype
- Week of March 21st
 - Conclusion of prototype, individual team presentation, Beginning of demo version
- Week of April 11th
 - Delivery and presentation of demo version

Evaluation topics

- **Concept**
 - How the main idea and the theme were translated into a game
- **Implementation**
 - How the game was internally structured/optimized, and the mechanics implemented
- **Experience**
 - How engaging/addictive it is the final result

Platforms and tools

Game engine

- May be selected by the group, must be confirmed with teacher
- If in doubt, use Microsoft XNA (tutorials available)

Use of libraries

- Must be confirmed with the teacher
- If they cover a significant part of the mechanics, that must be compensated in other ways

Suggested tools and resources

- Version control (SVN, GIT, Mercurial, ...)
- Wiki for documentation (not critical for this assignment)